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Game Controls

QUICK START CONTROLS

With MLB 2001's Quick Start Controls, don't worry about having to learn a bunch of advanced control combinations. These basic controls allow you to get started and right into the game action.

BATTING

Swing	⊗
Bunt	○
Move bat cursor	D-Pad

PITCHING

Select pitch type	○ ⊗ □ △
Pitch ball	⊗
Adjust pitch location	D-Pad
Adjust view	SELECT button

FIELDING

Move fielder	D-Pad
Throw to first base	○
Throw to second base	△
Throw to third base/Switch fielder	□
Throw home	⊗

ADVANCED CONTROLS

BATTING

Hit for average/Hit for power	□
Move batter in box	R2 + D-Pad
Open/Close stance	R2 + L1/L2
Center bat cursor	SELECT button
Move bat cursor	D-Pad
Pause	START button

BATTING WITH THE BAT CURSOR SET TO OFF

Hit fly ball/Hit ground ball	D-Pad Up/Down
Hit to the left side/Hit to the right side	D-Pad Left/Right

TOTAL CONTROL BATTING™

Total Control Batting gives the hitter the opportunity to make perfect contact with the ball by guessing the pitch location from a total of four zones and the pitch type. If you guess the pitch location, a flashing yellow and red lock-on indicator will appear, giving you a better chance at making pure contact with the ball. Before the ball is pitched:

- Press L2 + D-Pad Left/Right/Up/Down to guess a pitch location.
- Press L2 + ○, △, □, or ⊗ to guess a pitch type.

Note: When L2 is held, the batter and pitcher are unable to perform.

PITCH TYPE

Correct guess - Bigger batting cursor
Incorrect guess - Smaller batting cursor

PITCH LOCATION

Correct guess - Yellow lock-on indicator appears
Incorrect guess - Smaller batting cursor

TYPE + LOCATION

Correct guess - Lock-on indicator blinks rapidly and the hitter will have extra power
Incorrect guess - Smallest batting cursor

ADVANCED TOTAL CONTROL BATTING

When facing a pitcher with a player ranking of 95 or higher, the zones within the pitch location box will increase from four to eight zones. These zones will now include additional locations of Upper Right, Upper Left, Lower Right, and Lower Left.

PITCH HISTORY BOX

Before a pitch is thrown, press and hold L2 to display the pitch locations, number of pitches, and pitch types previously thrown to the batter. Until the first pitch is thrown in a new at-bat, the Pitch History Box will display the pitches thrown during the last at-bat.

BASE RUNNING

Hit & Run/Steal with lead runner	△
Steal with any runner	△ + D-Pad
Lead-off/Back to base	L1/R1
Return all runners	○
Return specific runner	⊗ + D-Pad
Advance all runners	□
Speed burst	R1
Stop runners	R2
Head-first manual slide	L1
Feet-first manual slide	L2

PITCHING

PICK OFF

After selecting a pitch, pick off base runners using the following controls:

Pick off to 1st, 2nd, 3rd	○, △, □
Adjust infielders, outfielders	R1, R2

FIELDING

Jump	△
Speed burst	○ + D-Pad
Dive	⊗
Change fielder (without ball)	□
Special throws and catches	Press and hold L2
Throw from knees/Dive catch	In a dive, press base button
Rob a Home Run	When near the wall, press △
Throw to cut-off man	R1

TOTAL CONTROL FIELDING™

Press and hold L2 when a ground ball approaches a fielder. Total Control Fielding will automatically cause your fielder to make a special catch (e.g., bare-handed grab) and throw the ball to the appropriate base.

Pregame Setup

ROSTERS

Use Rosters to make changes to a team's personnel. Position players and pitchers can be created and added to team rosters. You can also set up trades of individual players and free agents.

Note: Any change to your roster will alter your team's lineup. Be sure to check your lineup after a roster move to approve or adjust any changes to it.

TRADE PLAYERS

Make a trade to add some "pop" to your lineup or simply to rid your team of unproductive players by releasing them. Trading players can be done on a one-for-one basis or by equalling a player's trade value with more than one player from the other team. Players released by the team will enter the Free Agent Pool.

- D-Pad Left/Right to select a team for the trade.
- D-Pad Up/Down to select the player(s) to be traded and press ⊗ to mark him. Keep track of the trade value of selected players, which is shown below the team roster.
- Press ▢ to switch sides and select another team for the trade.
- D-Pad Left/Right to select another team for the trade.
- D-Pad Up/Down to select a player(s) to trade for and press ⊗ to mark him.
- Press ○ to make the trade and then press ⊗ to complete the transaction.

To release players from your roster:

- D-Pad Left/Right to select a team.
- D-Pad Up/Down to select the player(s) to release and press ⊗ to mark him.
- Press ○ to release the player(s) and then press ⊗ to release him into the Free Agent Pool.

CREATE PLAYER

Create a player that can dominate the league. Or create yourself by using your physical makeup and abilities. A created player enters the Free Agent Pool where he then can be picked up in a trade. You can create up to 24 players.

- D-Pad Left/Right to select a player.
- D-Pad Up/Down to highlight the First and Last name option.
- Press ⊗ to edit the name and bring up the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press ⊗ to enter it. To delete a letter or number or to add a space, highlight the back or forward arrow and press ⊗.
- Spell out a name and press △ to exit the chart.
- D-Pad Up/Down to any player attribute then Left/Right to make a selection.
- Press ▢ to alter your player's batting.

Note: At this point, you can press ▢ to return to the Name category.

- D-Pad Up/Down to choose a batting category and then Left/Right to make a selection or to raise/lower the hitting levels.
- D-Pad Up/Down to choose a player's overall abilities and then Left/Right to raise/lower point totals. There are 236 ability points to distribute among your player's categories.
- Press ⊗ to create your prospect.

If you are creating a pitching prospect, from the ability categories on the right part of the screen:

- Press ⊗ to bring up pitching categories.
- Press ⊗ to create your pitcher and place him into the Free Agent Pool.

DRAFT

Players are drafted at 10 pitching positions and 15 fielding positions. You can manually draft each position or have the computer hold an auto draft by pressing ◎. The draft will go 25 rounds.

Note: During the draft, you have 60 seconds in Rookie mode, 40 seconds in Veteran mode and 20 seconds in All-Star mode to make a pick. If the timer expires, the computer will draft for you.

- D-Pad Up/Down to select Team 1.
- D-Pad Left/Right then Up/Down to select Team 2.
- To randomly pick teams, press ◎. Otherwise, press ⊗ to continue.
- D-Pad Left/Right to designate your controller to a team.
- D-Pad Up/Down to select a salary cap limit and press ⊗ to continue. ACTUAL represents the current salary structure of that team.
- Press ⊗ to continue to the draft.
- Press ◎ to shuffle the draft order.
- Press ⊗ to start the draft.

During the draft:

- D-Pad Left/Right to draft from the different positions.
- D-Pad Up/Down to highlight an available player and press ⊗ to select him.
- Press □ during the draft to review your picks.
- Continue this process until the draft is complete. At any time during the draft, press ◎ to have the CPU hold an Auto Draft.
- When the draft is complete, D-Pad Left/Right to view the rosters of each team.
- Press ⊗ to accept the rosters or △ to reject them.

FREE AGENTS

See *Trade Players* under Rosters for more information.

PLAYER CARDS

View the stats and attributes of each player in the Majors.

- D-Pad Up/Down to select a team.
- D-Pad Left/Right to select a player and press ◎ to view his stats and attributes.
- D-Pad Up/Down and Left/Right to scroll through the entire list of stats and attributes.

RESET ROSTERS

Restore all rosters to their original setup.

USER RECORDS

Using User Records is a way of keeping track of player stats. By selecting a team and assigning one of the user names that you have created to it, your game skill will be determined by the outcome of each player's stats. After each game, view player stats to see if your user's players appear as statistical leaders. Your user name will be shown next to each player on the list from your team. You can also save your user records to the MEMORY CARD. See MEMORY CARD for more information.

CREATE USERS

Create up to eight users.

- Use the D-Pad to select a user number.
- Press ⊗ to edit a name.
- D-Pad Left/Right to highlight a letter, then Up/Down to select a new letter.
- Press △ when you are done editing a user name. To delete a user name, press □.
- Press △ again to exit the screen.

PLAYER/USER VS. USER

View the player records at the completion of 1-player and 2-player games. In a 2-player game, tag both players with a different user name and compare User vs. User game statistics.

MEMORY CARD

Use the MEMORY CARD to Load, Save and Delete files.

To Load or Delete a file:

- Return to the Main Menu and select MEMORY CARD. To swap MEMORY CARD slots, press ◎.
- Select Load or Delete File.
- D-Pad Up/Down to select a file to load or delete and press ⊗.
- Press ⊗ to Load or Delete the file or △ to cancel.

To save a season or playoff game:

- Return to the Main Menu and select MEMORY CARD.
- Select Save File.
- Press ⊗ to activate the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press ⊗ to enter it. To delete a letter or number or add a space, highlight the back or front arrow and press ⊗.
- Spell out a name and press △ to exit the chart.
- Press ⊗ to save the file or △ to cancel.

Quick Start Games

Use Quick Start games to play an exhibition game without much game setup. From the Quick Start screen:

- D-Pad Left/Right to choose a Home or Away team.
- Press ◎ to randomly select teams.
- D-Pad Down to Skill Level, Batting Cursor, and Login User, then Left/Right to make a selection. See *User Records* for more information on User Logins.
- Press ⊗ to play the game.

Exhibition Games

Use Exhibition games to compete in a 1-player or 2-player game. Prepare yourself for a lengthy regular season and the intense pressure of the playoffs. Exhibition games are not recorded in the season standings and cannot be saved to the MEMORY CARD.

EXHIBITION TEAM SELECT

Use this screen to select teams. To have the CPU choose two teams at random, press ◎.

- D-Pad Left/Right to choose Home or Away, then Up/Down to choose a team.
- To view the stats of a team, highlight a Home or Away team and press □. Press △ when finished viewing stats.
- Press ⊗ to continue.
- D-Pad Left/Right to assign a controller to a team. To play the CPU and set up a 1-player game, leave one controller image in the center of the screen.
- D-Pad Up/Down to select a difficulty level. In a 1-player game, the CPU's team will automatically play at the same level as your team.
- Press ◎ to create Login User Names. See *Create Users* under User Records for more information.
- Press □ to cycle through available user names and assign a user to each team.
- Press ⊗ to bring up the Batting Cursor option.
- D-Pad Up/Down to turn the Batting Cursor ON/OFF. See *Total Control Batting* in the Game Controls section for more information.

PREGAME

From Pregame, use the following menu options to customize your game setup.

PLAY GAME

Selecting this option will start the game.

STADIUM SELECT

Play in the ballpark of your choice. Stadiums for Season games are predetermined.

- D-Pad Left/Right to choose a division, then Up/Down to choose a team's ballpark.

LINEUP

Look over your lineup to make necessary changes to the batting order, player positions and pitching rotation. You can also alter the starting lineup by scratching a player and using a substitute off of the bench. Press ▢ to toggle between teams.

To change the batting order:

- D-Pad Left/Right to choose a Lineup category.
- D-Pad Up/Down to highlight a player and press ◯ to mark him.
- D-Pad Up/Down to highlight a batting position and press ◯ to move the player to the new batting position, switching the two players in the batting order.

To bring in a substitution off of the bench:

- D-Pad Up/Down to highlight a player and press ⊗ to mark him.
- D-Pad Up/Down to highlight a sub and press ⊗ to make the switch.

To switch the fielding positions of a player without changing the batting order:

- D-Pad Left/Right to choose the Position category.
- D-Pad Up/Down to highlight a player on the field and press ⊗ to mark him.
- D-Pad Up/Down to highlight a fielding position and press ⊗ to move the player to the new position, switching the two players' positions.

To change the pitching rotation:

- D-Pad Left/Right to choose the Pitching Rotation category.
- D-Pad Up/Down to highlight a player to remove from the rotation and press ⊗ to mark him for a move.
- D-Pad Up/Down to highlight a pitcher in the rotation or from the bullpen and press ⊗ to switch the two players.

OPTIONS

Select this menu item to customize the attributes of your game.

PLAYER 1-2 LEVELS

The player level will determine the fatigue factor, batting and pitching difficulty, and fielding ability of players. All-Star has the most realistic player situations.

PLAYER 1-2 BAT CURSOR

The Bat Cursor is a feature of all difficulty levels. Use it to target the location of the pitch and make contact with the ball on the sweet spot of the bat. Just before the pitcher delivers the ball, the location of the pitch will be shown to you. Use the D-Pad to move the white Bat Cursor over the pitch location. When the ball is in range of the batting area, the white bat-cursor will turn red, indicating ball contact is inevitable.

ALTERNATE UNIFORMS

Use Alternate Uniforms to choose between Home, Away, or Alternate uniform styles.

CPU TRADING

With CPU Trading ON, the computer will conduct trades during a season.

INNINGS

Set the length of the game by choosing the number of innings to play.

DH

If you like using a Designated Hitter, select ON to bolster any team's offensive attack. To let the game determine when the DH is used, select AUTO.

AUTO FIELDING

Turn this option ON for your defense to field the ball automatically.

AUTO SLIDING

Turn auto sliding ON to have your base runners automatically slide.

AUTO LEAD OFF
Auto lead Off enables your base runners to automatically take a lead from the base.

FIELDING AID
Use the Fielding Aid to position your fielder to make the play after the ball is hit.

TIME OF DAY
Set the Time of Day of a game. To let the game determine the time, select AUTO.

ERRORS
With Errors ON, the players on the field are subject to committing errors.

INJURIES
With Injuries ON, players are subject to injuries during the game.

WIND
With Wind ON, notice the small yellow arrow on the game screen labeled with a number. This indicates the miles-per-hour of the wind; blowing in the direction the arrow is pointing.

RADAR GUN
Turn Radar Gun ON to show the speed of the pitch.

DISTANCE METER
Turn Distance Meter ON to show the distance in feet of the flight of home runs.

CALL TEXT
Turn Call Text ON to show umpire calls during the game on the playing screen.

BATTING VIEW
Set the desired level of the batting view. This option can be altered during the course of the game. Press the SELECT button to change the Batting View during game play or press the START button and use the Pause Menu to alter the view

FIELDING VIEW
Set the Fielding View of the defense.

CROWD VOLUME
Use this option to adjust the volume of the crowd noise.

SOUND EFFECTS VOLUME
Use this option to adjust the sound effects volume.

ANNOUNCER VOLUME
Use this option to adjust the volume of the Announcer.

MUSIC VOLUME
Use this option to adjust the volume of the game music.

All-Star Games

Play in the All-Star game and enjoy the pageantry and excitement of the mid-season classic. See Exhibition for descriptions of repeated options.

CREATE TEAM
Create the rosters for the American and National League All-Star teams.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to select a player to replace and press ⊗ to mark him.
- D-Pad Up/Down to select an available player from around the league and press ⊗ to assign him to the All-Star roster.

Season Games

Use this option to play in one of the Season formats.

1 PLAYER/ 2 PLAYER SEASON

Start a 1-player or 2-player Season and see if you have what it takes to earn a spot in the playoffs.

SINGLE USER TEAM SELECT

To select teams for a 1-player Season:

- D-Pad Up/Down to select a team.
- Press ⊗ to bring up the season options.
- D-Pad Left/Right to choose a 14, 29, or 162 game season and press ⊗, then D-Pad Up/Down to turn the Batting Cursor ON or OFF.
- Press ⊗ to continue.

To select teams for a 2-Player Season:

- D-Pad Up/Down to select a team for User 1. To view the stats of a team, press □.
- D-Pad Left/Right to select User 2, then Up/Down to select a team. To randomly choose teams, press ○.
- Press ⊗ to bring up the season options.
- D-Pad Up/Down to choose an option, then Left/Right to make a selection.
- Press □ to choose a 14, 29, or 162 game season.
- Press ⊗ to continue.

ENTER SEASON

When Enter Season is selected, the Schedule screen will come up with the 2000 team schedule. Play any game on the schedule. Games can be simulated to get you closer to the playoffs or just to move you past a game(s) in the schedule.

- D-Pad Up/Down to highlight a game on the schedule and press ⊗ to play it.

Note: The user has the option to simulate any game of the season and play interim games at a later time.

To simulate a game(s):

- D-Pad Up/Down to a game on the schedule and press ○ to bring up simulation options.
- D-Pad Up/Down to choose an option and press ⊗ to simulate.

REALIGNMENT

Use this option to reorganize the teams in each division.

- D-Pad Left/Right to choose a league.
- Press ○ as many times as you wish to randomly realign each division.
- Press □ to select the default alignment of each division.

To custom rearrange each division:

- Press ⊗ to bring up the Team Pool.
- D-Pad Left/Right to choose a division.
- D-Pad Up/Down to select a team and press ⊗ to add it to the division. Press ○ to delete divisional entries.

GENERAL MANAGER

Perform the duties of your team's General Manager by monitoring the league's status and using your power to alter your team's makeup.

TRADE PLAYERS

See *Trade Players* under Rosters for more information.

FREE AGENTS

Use the Free Agent Pool to sign one or more players to your team's roster.

- D-Pad Up/Down to select a Free Agent(s) to be added to your roster and press ⊗ to mark him.
- Press ▢ to switch sides and D-Pad Left/Right to select a team.
- D-Pad Up/Down to select a player(s) and press ⊗ to mark him.
- Press ○ to make the trade, adding a Free Agent(s) to your team.

FARM SYSTEM

The Farm System has two attribute numbers (i.e., 83/88). The first number represents that player's current estimated ability. The second number represents his estimated ability potential. Farm System prospects are listed in green text and their attribute numbers will change throughout the season. Prospects can be called up to the Majors at any time during the season or playoffs. Add up to 7 prospects per roster.

- D-Pad Up/Down to select a player from the Majors and press ⊗ to mark him for a demotion to the farm.
- Press ▢ to switch sides to the farm system roster.
- D-Pad Up/Down to select a player for promotion to the Majors and press ⊗ to mark him.
- Press ○ to reassign each player.

TRADE UPDATES

View the history of trades that have taken place over the course of the season.

DISABLED LIST

View the history of injuries that have occurred over the course of the season and the date of each player's return to the lineup.

FRANCHISE MODE

The goal of Franchise Mode is to build a team, through Free Agency, good enough to win the World Series. You start with a team made up of lower attributed players, and with each win, the team earns points used to obtain franchise players. There is no trading players in Franchise Mode, only aquiring and releasing players. Be aware that losing games will result in points being deducted from your pool.

FRANCHISE MANAGER

Franchise Manager provides all the information needed in making player transactions.

PLAYER POOL

Use this screen to sell and sign players. You must stay within the salary limits of your team. In most cases, you must first sell a player(s) to have enough room on your roster or under the salary limit to buy a player(s). All purchase attempts can be blocked.

- D-Pad Up/Down to highlight a player on your roster and press ⊗ to sell him. All players sold are added to the Free Agent Pool.
- D-Pad Up/Down the list of players in the Player Pool and press ⊗ to buy him. The player purchased will play the same position as the player sold.

To buy a player from the Free Agent Pool without first selling a player:

- Press ▢ to enter the Free Agent Pool.
- D-Pad Left/Right to choose a player position.
- D-Pad Up/Down to select a player from the pool and press ⊗ to buy him.

DISABLED LIST

See *Disabled List* under General Manager for more information.

MANAGER MODE

In Season games, use Manager Mode to manage your team's roster while the computer plays the game for you.

CONTINUE SEASON

Resume a baseball season at the next scheduled game. To use the Continue Season option, you must have already started a new Season or saved the Season on a MEMORY CARD. You can play the next scheduled game or skip to a different game further down on the schedule.

Playoff Games

Bypass the regular season and go straight to the Playoffs. See *Season Games* for more information on how to setup a 1-Player or 2-Player Playoff game.

1 PLAYER/2 PLAYER PLAYOFF

Try to make it through each round of the Divisional Playoffs and reach the World Series.

- From the Team Select screen, D-Pad Up/Down to select a playoff team.
- Press ⊗ to bring up Playoff options.
- D-Pad Left/Right to select a "Single Elimination" (1, 1, 1) or "Best of Series" (5, 7, 7) playoff format.
- D-Pad Up/Down to Batting Cursor, then Left/Right to turn it ON/OFF.
- Press ⊗ to bring up the Playoff Teams screen.

PLAYOFF TEAMS

Customize the playoffs by setting up exciting team matchups.

- D-Pad Up/Down to select a playoff bracket for your team and press ⊗.
- D-Pad Up/Down and then Left/Right to select playoff brackets and teams for the remaining American and National League playoff slots.
- To select the remaining playoff teams randomly, press ◎.
- Press ⊗ to enter the Playoffs Menu.

ENTER PLAYOFFS

Begin your march to the World Series. Playoff games can be simulated to quicken the road to the series.

- To simulate a game, D-Pad to the bracket and press ◎.
- D-Pad Up/Down to choose an option and press ⊗ to simulate.
- To begin or resume a Playoff game, D-Pad to the bracket of your team and press ⊗. To view the scores of a series, D-Pad to a playoff bracket and press □.

MANAGER MODE

See *Manager Mode* under Season for more information.

WORLD SERIES

Play in the World Series without having to earn your way there. See *1-Player/2-Player Playoffs* for more information on Playoff games.

- From the Playoff Menu, select World Series and press ⊗ to continue.

CONTINUE PLAYOFFS

Continue your run in the playoffs at the next scheduled game. To play in a continued playoff series from a MEMORY CARD, the file must be loaded prior to making this selection. You can also get to the playoffs by finishing a season. See *Continue Season* under Season Games for more information.

Spring Training Games

Create a player and try to make a 25-man Major League roster by earning 50 status points. Continue to play at a Major League level or your player will be sent down to the farm. Earn 100 MLB status points during a 162-game season and your player will make the All-Star team. See *Season Games* for repeated menu item descriptions.

Note: If a player is sent back down to the farm for failing to play at a Major League level, he can work his way back up to the Majors by performing well in extended Spring Training games.

NEW SPRING

Create a player to add to your Spring Training roster. Earn ability and status points throughout Spring Training to help propel him to the Major Leagues.

CREATE PLAYER

See *Create Player* under Rosters for more information.

TRADE ROOKIE

To place your prospect on a roster, you must replace a current player by making a trade.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to select a player to replace on the roster.
- Press ⊗ to place your prospect.
- Press ⊗ to bring up Spring Training options.
- D-Pad Left/Right to choose a Spring Training Length and press ⊗ to enter the Spring Training menu.

STATUS

Keep track of the status of your prospect to see how far he is from reaching the Major Leagues. You need 50 points to reach the Majors. Remember that you must maintain Major League or All-Star status during the course of the regular season or you will be sent back to the farm and your season will end.

To alter your player's abilities:

- D-Pad Up/Down to select an ability and then Left/Right to raise/lower to ability level. Ability points can only be raised if there are points available.

To view your player's stats:

- Press □ to switch to Statistics.
- D-Pad Up/Down to view the entire list of stats.

CONTINUE SPRING

Continue Spring Training at the next scheduled game.

LOAD SPRING

Load Spring brings up the MEMORY CARD screen, allowing you to load files from your MEMORY CARD. See *MEMORY CARD* for more information.

Home Run Derby

Play in the Home Run Derby and slug it out with the top power hitters from around the league. Created players can also participate in the Derby.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to highlight a player and press □ to add him to the lineup. Press ○ to delete players from the lineup.
- Press ⊗ to bring up the controller screen.
- D-Pad Up/Down to highlight a player, then Left/Right to assign a controller.
- Press ⊗ to continue.
- D-Pad Left/Right to choose the number of outs a batter gets and press ⊗ to enter the Pregame menu.